PlayStation
PAL
MOTORMASH
TAXI
EUTECHNYX
ocean
PlayStation™

MotorMash™

GET INTO THE MASH

And get into 3D Cartoon Madness 12 different cars and drivers a fast, varied racing style and weapons, lots of weapons!

LE "MASH" VOUS ATTEND.

avec son univers de dessin animé/ dimensionnel complètement délirant, 12 bolides différents avec leurs pilotes un style de course aussi furieux que varié et des tonnes et des tonnes d'armes redoutables!

STÜRZT EUCH INS MASH.

holt Euch: 3D Cartoon-Wahnsinn, 12 verschiedene Wagen und Fahrer, superschnellen und abwechslungsreichen Rennstil und jede Menge Waffen!

USK
Geeignet ab 6 Jahren
entsp. §§ 6 n. 7 JÖSchG

Developed by EUTECHNYX

Distributed by ocean

1 to 2 Players

Memory Card 1 block

Multi Tap Compatible 1~4 Players

MANUALS IN

This software is only compatible with hardware displaying "PlayStation" and PAL

PlayStation

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COMPACT disc

For Ages – Pour Ages – Para Años – Für Jahre – Per Anni

3-10 ✓ 11-14 ✓ 15-17 ✓ 18+ ✓

ELSPA

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This product is exempt from classification under U.K. Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice ci-jointe.

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Rally Cross
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PlayStation
PAL
COMPACT disc

GETTING STARTED!

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

1. Place the **Motor Mash** CD in your Console and turn the PlayStation™ on. After a few moments, you will see the credits (unless you have your eyes closed).

2. The Corporate Credits stuff will appear, followed by a short introduction. Sit back and watch this intro, as a lot of work went into it. However, if you're one of those Generation-X, zero-attention-span games junkie-types with no patience, you can skip this intro by pressing the **START** button.

3. Once the intro has finished, stitch your sides back together. The language select menu will now appear.

Motor Mash... What's It All About?

Motor Mash is a cartoon racing game for up to four players.

The Ultimate Goal is simple: to win, and be awarded the Best Racer in the World (Ever) Prize, the dream accolade of every driver...

It's a long, hard road, but if you've got the skill to win (or the lack of morals to cheat), victory can be yours!

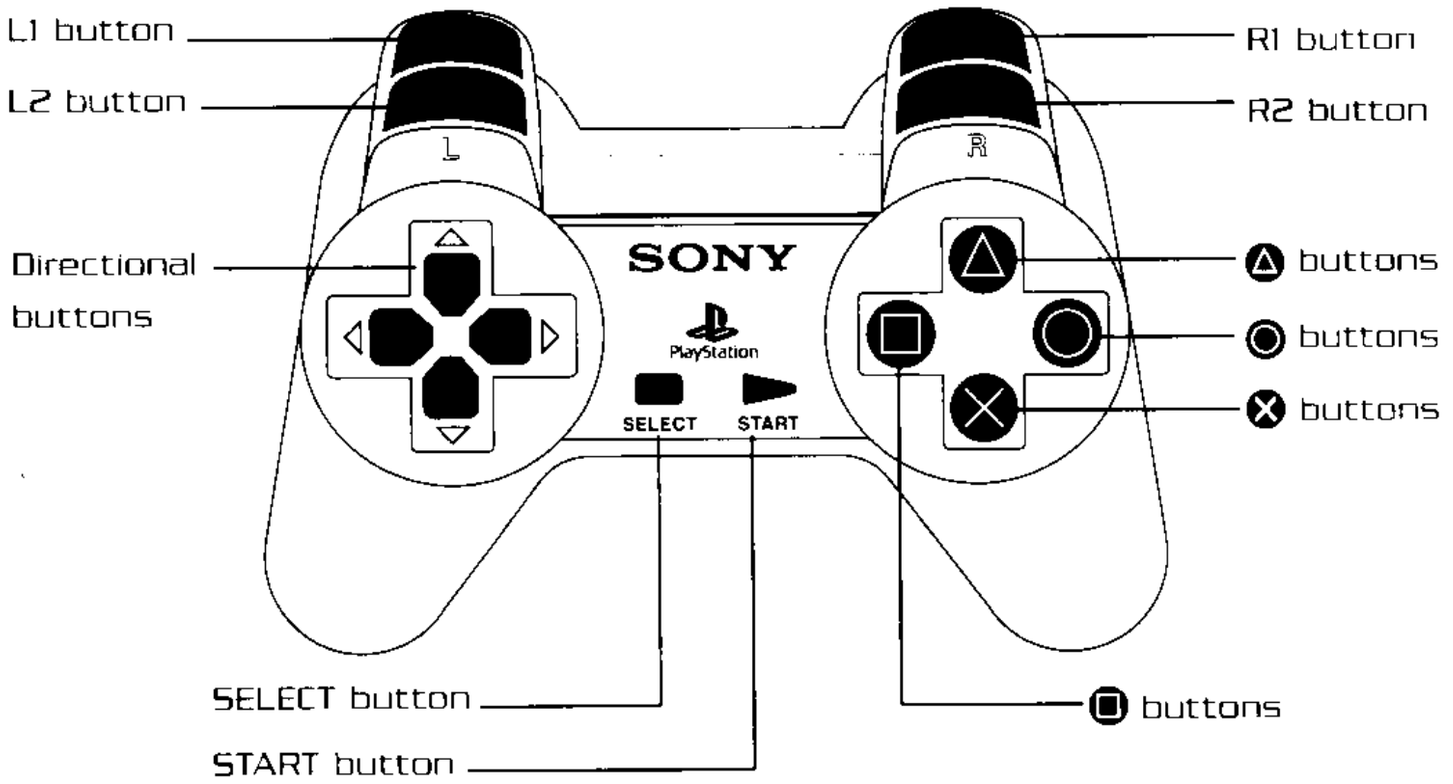
All of these game options may be set up using the Game Options Menu (which was originally entitled the "Moose Insulting Manifesto" section, but has since been changed as it was deemed confusing). These options are explained fully in the "Options and How to Choose Them" section.

"WE ARE IN CONTROL..."

Menu Control

Up, Down, Left and Right Directional buttons	Highlight option
⊗ Button	Select option
△ Button	Cancel selection

Once an option is selected use the Directional buttons to alter Settings and press the ⊗ button to confirm your choice.



Game Control

Left Directional button	Steer Left
Right Directional button	Steer Right
Up Directional button	Raise Car (Only on Atlantis Levels)
Down Directional button	Lower Car (Only on Atlantis Levels)
⊗ Button	Accelerate
▣ Button	Brake/Reverse
L1/L2 Button	Fire Weapon/Use Power-up
R1/R2 Button	Fire Weapon/Use Power-up
START Button	Pause Game

THE "OPTIONS AND HOW TO CHOOSE THEM" SECTION

Navigating around the Options screen is very straight-forward. To alter an option, simply use the directional buttons to highlight and option, then press the ⊗ button to select it. You may then use the directional buttons to adjust the option, with the ⊗ button to confirm.
To assist you, these controls also appear on screen.

Number of Players

The game can be played in a number of modes with up to four players. To set the number of players, simply select this option then using Up and Down, you may decrease or increase the number of human players. Note that some modes of play (e.g. Team Tournament) can only be selected if there are enough players or enough joypads.

Type of Race

There are a number of modes of play available: Practice, Knock-out, Beat the Clock, Toumament, League and Team Game.
Note: *some modes of play depend upon the number of players (e.g.. Team Tournament). Unavailable modes cannot be selected until the correct number of players is set.*

Course

You may select the course in the Practice, Single Length Knock Out Race and Beat the Clock modes. To do so highlight the Course icon and press the ⊗ button. Press the Left and Right Directional buttons to select the Course number.

Note: *in all other game modes, the course is selected automatically.*

Load

Games of Motor Mash may be saved to Memory Card. If you have a Memory Card, and have a saved game on it, you can use this option to load it (What a surprise!). Simply select this option, and a list of saves will appear. Select the desired game, and it will be restored. Please insert your Memory Card in Port One as a Memory card in Port Two will not function. Make sure there is enough free blocks on your Memory card before commencing play.

Sound

The Sound options allow you configure the audio as you see fit. Just remember, somebody spent a lot of time writing this music, hoping you would like it...

Character Select

Motor Mash features twelve characters from which you can choose. On this options screen, the selected characters appear at the top-right. A small circle containing a number (from 1 to 4) indicates that the character in question is under human control. CPU controlled characters are indicated by a filled-in gray circle. To change a character, simply highlight the desired character position, then press the ⊗ button. Using up and down, you may cycle through the available characters. Press the ⊗ button to select. To alter the characters' names, highlight a character and press the ▣ button. Using the Wheel O' Letters™, you may then enter a new name by using **Left** and **Right** to rotate the wheel, and the ⊗ button to select the appropriate letter. You may abandon this process at any time by pressing the △ button.

Start

Once you have set the desired options, select the Start Race button, and the game will begin.

"YOU MEAN YOU HAVE FRIENDS?"

Motor Mash features a number of different multi-player options, giving you the opportunity to thrash the living daylights out of your friends (without getting arrested for it). Up to four people can play Motor Mash simultaneously, using the Multi-Tap Option (which obviously requires a Multi-Tap) or the Controller Sharing Option.

The Multi-Tap Option

Connect the Multi-Tap to the PlayStation (remembering to plug the joypads in), and select this option (if you want to). When using the Multi-tap, at least one controller must be connected to Port 1-A.

The Controller Sharing Option

One player controls his vehicle using the left side of the pad (i.e. where the Directional buttons are), and the other player uses the right side. The controls are:

Left Player:		*Right Player:*	
Up	Rotate Left	⊗ button	Rotate Left
Down	Rotate Right	△ button	Rotate Right
L1 button	Fire Weapon	R1 button	Fire Weapon
L2 button	Brake	R2 button	Brake

This option is automatically selected for you if there aren't enough joypads for the number of players. Whilst in this mode the car will rise and fall automatically on the Atlantis Courses.

Note: *In Controller Sharing Mode, the cars automatically accelerate, but the player may use his brakes to control his speed.*

Multi-Player and Single Player Modes:

A Comparative Study

In Single player mode, the player must finish in first position to win the race. However, in games featuring more than one human player, the player who manages to eliminate his opponents and survive, wins the race. More details are listed below in the Knock Out Races section.

SELECTING THE COURSE

Certain race options automatically select a course for you. Those that don't, however, use the following procedure: on the Game Menu screen, highlight the Select Course Option and press the ⊗ button. You may then select the desired course using the Up and Down Directional buttons to select the course type. Press the **Left** and **Right** Directional buttons to change the course number, and the ⊗ button to confirm.

Where applicable, you may also change the number of laps by highlighting and selecting the Laps Icon. Using the Left and Right Directional buttons, you may then change the lap setting. When you have finished, press the ⊗ button to confirm.

Saving the Race

Some race options offer the option to save your position for retrieval later using the option on the Game Options Menu.

Practice

In this mode, you may race against 3 CPU controlled opponents on a track of your choice (from a selection of available courses - after all, we want to keep some things secret!). Each race takes place over 3 laps.

Winning the Practice Session

Be the first car to cross the Finish Line on Lap 3 and you'll win. (Du-uh!)

Knockout Races

Knockout Races take place over a choice of Single or Multiple rounds, selected via the menu system, using a process of elimination to score points. (Single Players race

head to head against 1 CPU opponent.)
Each race takes place over 3 laps, and during which, the player must whittle down his opponents. If a driver lags too far behind the lead racer, he will be eliminated until one driver remains, whereupon the drivers will gain or lose a number of points (depending upon their position).
Once points are awarded, all the drivers will be placed on the track again and the race will continue. This process is repeated until one driver reaches maximum points (indicated by the tyre around his neck being completed) - a perfect example of the survival of the fittest, or rather, the fastest.
If, by the end of the 3 laps, there is no clear winner, the competition will enter the Sudden Death Eliminator (which, although it sounds scary, isn't). The first player to score a point and break the deadlock is declared the winner.

Winning the Knockout Race

A Knockout round can be won by:

1. Completing your tyre before the 3 laps are up.
2. Having the most points (i.e. The most complete tyre) by the end of the 3 laps.
3. Winning the Sudden Death Eliminator.

Single Player Tournaments

The Tournament takes place over a number of races depending upon the selection. The goal is simple: finish in a high enough position to qualify. Finish in First or Second Position, and you will move onto the next course. Finish in Third or Fourth Position, and you will not qualify and must compete again on the same course. You will also lose one of your 3 initial Credits. When you have no Credits left, you will be out of the Tournament, and your game will end.

Winning the Tournament

To be declared final winner, you must qualify for each race by finishing in the top two places. When you reach the final race of the Season, you must finish in First Place.

Multi-Player Tournaments

In the Multi-Player Tournament, you compete against up to three other human players. Multi-Player Tournament races follow the same rules as Knockout (see page 10).
The rules are identical for those in the Single Player, but with one exception: at the end of each race, regardless of your finishing position, you will move onto the next race in the Season. However, if you are in the bottom two positions, you will lose a Credit, and if you have no Credits remaining, you are eliminated from the Tournament. Similarly, as computer controlled drivers run out of Credits, they too will be eliminated, and replaced with another computer controlled character.

Winning the Tournament

If you reach the final race of the Season, you must finish in First Place to win.

LEAGUES

In the League, you compete against the other players with one simple goal in mind: to finish at the top of the League.

Multi-Player League races follow the same rules as Knockout (see page 10), with each player attempting to complete his tyre by out-racing his opponents. Single Player League races follow Single Player Tournament rules, where winning is achieved by being first to cross the Finish line.

At the beginning of the season, you are presented with the League Table, showing your current position. As the season progresses, you will move up and down this league, with your finishing position in each race dictating how many points you score:

1st	*10 Points*	*2nd*	*6 Points*
3rd	*4 Points*	*4th*	*2 Points*

Winning the League

In Short League Length the player only competes in division one.

In Single Player Leagues, you may be promoted or relegated, depending upon your performance, and the game will end if you finish last in the Third Division. Similarly, if you finish top of the First Division the game ends with you victorious.

In Multi-Player Leagues, there is only one League to compete in, and whoever finishes top of this league is the overall winner (and no, that does not mean he gets a new overall to wear).In the event of a points draw, the player who has won the greatest number of races is declared the winner. If the number of race wins are equal, the number of second, third and fourth positions will be considered in turn until a winner is decided.

Beat The Clock Races

Beat the Clock Races are time-based events, where one player races a number of laps around a selected course in the hope of bettering the overall course time with no weapons, no competitors, just straight, out-and-out speedy driving.

Winning Beat the Clock Races

Hmm... Let me see...

Team Knockout

Each player is aligned to a team. When this mode is selected, the four characters are displayed in the center of the screen. Pressing **Left** will add your character to Team 1, or pressing **Right** will add your character to Team 2. Once both teams are established, you may begin.

The basic principal of the Team Knockout is the same as a standard Knockout game: eliminate your opponents to gain a section of tyre. However, in the Team variation, the tyre is shared by two players on the same Team.

As a player lags behind, he is eliminated from the race until only one remains. The surviving player is then awarded a section of tyre for his Team, and the race continues with all four players once more.

Winning Team Tournaments

The first Team to complete the tyre is the winner of that race. The losing team lose one of their Credits (as per Single and Multi-player Tournaments), and if their Credits are reduced to zero, they lose.

HORSES FOR... AMAZON COURSES

These races are set deep in the heart of the South American jungles, where you'll race through the ruined ziggurats of the Ancient Stinkas and around (sometimes even through!) the tree-top dwellings of the (rather confused) Giant Pygmies...

Wild West Courses

Yeehaw! The Wild West Courses take place in savage, untamed canyons of the Frontier, home to Big Chief Squatting Donkey's tribe and the prospector town of Dead Geezer's Gulch. And watch out that you don't end up in the middle of the legendary Gunfight at the Decidedly Average Corral!

Nightmare Courses

Enter a world of chilling horror and screaming terror: it's your worst nightmare come true! Race across the dreamscape, through the Bavarian villages (where the locals are amassing to storm the Professor's Castle and destroy his latest creation, be it a re-animated corpse, a psychopathic vampire robot, or even an electric toaster) and avoid the nocturnal terrors that lie in wait for you. Students of psychology will have a field day with this!

City Courses

The bustling metropolis is the setting for these races. But this being **Motor Mash,** the drivers don't race on the streets - they race across the roof-tops! And take care, as it's a long way down to ground level!

Arctic Courses

Brrr! Race around the slippery slopes of the giant icebergs. wrestling to control your car as it slides around on the frozen road. where you'll be assured of a chilly reception from the locals - a bunch of crazy penguins! Not that they're bothered about you being there - they're more involved in their skiing!

Atlantis Courses

Glub! Glub! Glub! It's underwater action as you race through the ruins of the ancient sunken city of Atlantis. All the Atlanteans have long since gone (back into space, according to some rather strange people), and their once proud city is now home to all manner of aquatic meanies,
all looking for lunch!

Victory at All Costs!

Cruel as it sounds, nobody likes a loser.

To help counter this, Motor Mash offers you a vast array of weaponry, specifically suited to your needs. You can collect various weapons or power-ups during the race to help gain an edge over your opponent. Below is a list of some of the weapons and power-ups, together with a short description.

WEAPONS AND POWER-UPS

Machine Gun

Rat-a-tat-tat! The machine gun is a useful weapon for disposing of you rivals. A few shots from this 9mm and it's "Hasta La Vista, Baby!"

Ray Gun

Z-z-zap! Fresh from its appearance in every 50's B-Movie comes the patented Shrink-o-Ray! Use this on your opponents, and watch their chances of victory diminish before your very eyes!

Turbo Boost

Whoooosh! Warp factor 9 in 3 seconds flat!

Missile

Sorry, I don't know what noise a missile makes...how about "Kerooshl?" Anyway, this Heat Seeker will relentlessly track your opponent no matter how fast he goes!

Plus other secret weapons...

PEOPLE WOT DID STUFF

Programming:	Ian Copeland & Andy Ball
Additional Programming:	Gareth Briggs, Andrew Perella & Marc McClumpha
Artwork & Design:	Shaun Allan, Rachel Bamford, Adam Burnett, Les Burney, Michael Cairns, Heather Calder, Malcolm Chater, John Collins, Paul Docherty, Oliver Gainford, Joe Hope, Brian Howie, Jonathon Jones, Mark Jones, Steve Liddle, Jame McCreadie, Kev Mountjoy, Rob Nash, Chris Owens, Michael Owens, John Southgate, Anthony Thornton, Dean Turner, Marc Ward & Phil Witty
Music & Sound Effects:	Outsource Media & Ocean Internal Development
PR:	Kev Shaw
Testing:	Ocean QA. Team Leader: Simon Longworth, Marc Bowden, Stuart Arrowsmith, Paul Flanagan, Andy Shaw.
Ocean's Producer:	Paul Tresise.

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OCEAN SOFTWARE LIMITED
21 Castle Street, Castlefield, Manchester M3 4SW England

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